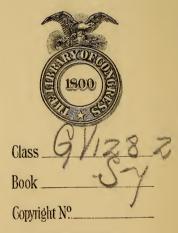
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AUCTION-BRIDGE COMPENDIUM



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Auction-Bridge Compendium

7.20

Dalton calls this "The Game of Aces and Kings."

I add that it offers to the exercise of skill the
longest range of any game of cards yet known.



John Harry Stedman

G1787

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A-B-C

CT I

HE General Rules of Bridge govern this game. Tricks, Honors, Chicane and

Slams count the same, except as herein noted. The Novel counts are "Undertricks," "Bonus" and "Overtricks" and Rubber bonus—all scored in the honor columns, "Royal Spades" not permitted. 30 points make a game.

The dealer bids first:—the successful bidder, the player who outbids all the others is called the "Declarer" and plays the hand; his partner becomes Dummy. The

player on the left of the "Declarer" makes the opening lead. If both partners bid on the same prevailing suit or "no trumps" the one who bid it first is the Declarer.

The dealer must bid-must declare to win the odd in something, if only "one spade;" the next player on the left must bid higher, double or say "content," and so on until all are "content" except the highest bidder, who then becomes the "declarer." Each player in turn may overbid his adversaries or his partner any number of times. Doubling reopens the bidding to all. In like sums, the greater number of tricks

prevails—"3 clubs" outbid "2 diamonds"—"3 hearts" outbid "2 no trump."

Bidding or doubling out of turn gives adversaries the right to demand new deal. If your bid fails to overbid, you can be made to stand as if you had overbid in the suit you name; as your act suggests conveying information illegally.

The adversary at the left of the transgressor enforces the penalty for an underbid or for a bid or a double out of turn.

When the Declarer wins as many tricks as he bid for or more, he scores as in bridge what he makes in tricks and honors. If his bid was doubled he scores in honor column 50 points for a "Bonus" for making good and 50 more for each trick won over the bid—each "Overtrick," and as in Bridge double trick values. If re-doubled 100 points instead of 50 and quadruple trick values.

To double and re-double is the limit. In a "one spade" bid the loss to the declarer's side is limited to 100 points for undertricks, whether doubled or not, unless his side has re-doubled. A double out of turn may enforce a new deal. A player cannot double his partner but can re-double his adversary's double.

Doubling or re-doubling does not change honor values—it influences only tricks, undertricks, bonus and overtricks.

When the declarer fails to win as many tricks as he bid, neither side scores for tricks, but his opponents get an "Undertrick" count of 50 points in their honor score for each declared trick he failed to make. If doubled, 100 for each, if re-doubled, 200 for each.

Winners of the rubber add 250 to their honor score.

If the declarer revokes, his adversaries book 150 in honor score, irrespective of any other penalty in the game. If either adversary

revokes, the declarer may score 150 points or take three tricks from them to add to his own. Such tricks have full value in all counts except bonus in doubling. The revoke penalty is exempt from doubling. Partners cannot score anything except for honors or Chicane on a hand in which one of them has revoked.



THREE HANDED-

Very Interesting.

Regular Bridge and Auction rules govern except as noted:

No partners—all against all. The declarer plays the hitherto concealed dummy—the other two play against him. Four games make a rubber or it ends when any player has won two. Each game gives 100 points honor score, to its winner; each rubber 250 points.

A player doubling out of turn forfeits 100 points to each other

player and the player who was doubled can elect whether or not the double shall stand. Each player gets honor score credit for the honors he holds, at usual values. Grand totals of each rubber tell the winner.



HOW TO SCORE FOR THE DECLARER.

Same as in Bridge for tricks and honors when he makes good.

Double trick values if doubled—Quadruple if re-doubled—and in addition a Bonus of 50 honor points if doubled and 100 if re-doubled for fulfilling his contract and a like bonus for each overtrick he wins above his declaration.

Adversaries never score in trick column but they get 50 honor points for each undertrick—each trick the declarer falls short on his bid—100 if doubled—200 if re-doubled.

For revoke the adversaries get 150 honor points; the declarer may score the same or take three tricks to add to his.

Winners of the Rubber get 250 honor points.

"DALTON ON AUCTION BRIDGE"
gives 150 pages of instructive and
interesting analysis of the game.

One copy del. to Cat. Div.

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